

## WHAT TO DO YOUR TURN

**Step 1** optional  
Adjust Stance Meter 1 Space  
+1 per stress spent

**Step 2** in any order  
Take 1 Free Manoeuvre  
+1 per fatigue spent  
Use Action Card

**Step 3**  
Remove 1 Tracking Token from  
Each Recharging Card  
Flip Over Initiative Marker

# COMBAT

## STANDARD MANOEUVRES

Interact with Environment  
Engage/Disengage with Close Opponent

**Movement**  
Close - Medium : 1 manoeuvre  
Medium - Long : 2 manoeuvres  
Long - Extreme : 3 manoeuvres  
Move within close range: 1 manoeuvre

Draw/Sheath/Ready Item  
Use a Skill  
Assist an Engaged Ally (gives fortune die)

## STANDARD MANOEUVRES

Interact with Environment  
Engage/Disengage with Close Opponent

**Movement**  
Close - Medium : 1 manoeuvre  
Medium - Long : 2 manoeuvres  
Long - Extreme : 3 manoeuvres  
Move within close range: 1 manoeuvre

Draw/Sheath/Ready Item  
Use a Skill

Assist an Engaged Ally (gives fortune die)

**Step 1** optional  
Adjust Stance Meter 1 Space  
+1 per stress spent

**Step 2** in any order  
Take 1 Free Manoeuvre  
+1 per fatigue spent  
Use Action Card

**Step 3**  
Remove 1 Tracking Token from  
Each Recharging Card  
Flip Over Initiative Marker